

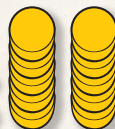
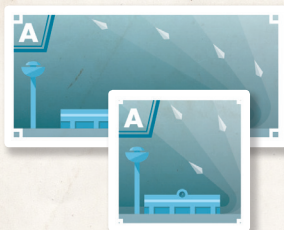
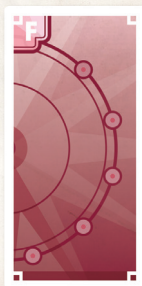
OVERVIEW

This expansion includes 4 mini-expansions: **The Funfair**, **Airports**, **Super Rail Workers**, and **New Industry**. Exceptions from the base game rules are noted under each expansion. All other rules of the base game still apply.

Designer note: You can mix these with all mini-expansions from the Grand Station expansion set, The Blue Expansion, and The Green Expansion. You can also add the Tramways Conductor's Manual with as many locomotives as you like (max 5). You can even use these on the expansion maps, where possible; however, I leave it to you to interpret the rules appropriately for any given map.

COMPONENTS

- 1 Funfair tile
- 2 Airport tiles
- 5 yellow Super Rail Workers
- 10 yellow New Industry discs
- This set of rules



EXPANSION #1: THE FUNFAIR

In this expansion, the new Funfair tile will grant you more Happiness Points during the game. The funfair wheel was designed by the great architect, Facete Oner, in 1901, and it was the tallest such wheel in the world until the construction of the Grand Roue de Paris.

SETUP

Map: After you have built the city from the modular boards, place the Funfair tile on the map, respecting the following rules:

- The Funfair cannot be adjacent to a parcel, but it can be adjacent to a pre-printed building.
- The Funfair cannot be built on water, but it is fine for it to be in the mountains.



If it is not possible to respect all of the rules above, rearrange or change the modular boards to enable the Funfair to be placed legally.

Parcel cards: It is recommended to play with the advanced rules, which allow you to draft your starting parcel cards, rather than drawing them at random.

Passengers: The Funfair is a fun location, so do not supply it with Passengers: Passengers don't want to leave it to go home, or to work in an Industry/Commerce. It is only a Destination (see **Move a Passenger** on the right), or a stop along a route to another Destination.

PHASE 2: ACTIONS

Build New Rails on a Link: If you build a link to the Funfair, you need to play two Destination Icons of your choice, which could be identical. **Example:** *If you connect a Residence to the Funfair, you would need to spend a Rail Worker, play the correct number of Rail icons, plus 2 Destination icons (possibly the same), e.g. two C icons, or one R and one I icon, or an L icon and an I icon on the same card (and get one stress).*

If you are using the New Building Cards from The **Green Expansion**, you can use the new **F** icon by itself as the Destination icon, rather than needing to use 2 Destination icons. **Example:** *Linking a Residence to the Funfair, you would still need to spend a Rail Worker, and play the correct number of Rail icons; however, instead of playing any 2 Destination icons, you could play just the F icon.*



Move a Passenger: If you move a passenger to the Funfair as a Destination, you need to play 2 Destination Icons of your choice, which could be identical. The Final Destination bonus for the Funfair allows you to buy HP for \$2 each. In context, the sequence is as follows:

1. The link owners along the route get the normal Happiness Points.
2. **Funfair:** Buy HP for \$2 each. e.g. \$10 gets you 5 HP.
3. The Rail tile owners along the route get the normal \$.

As with completing a link above, if you are using the New Building Cards from **The Green Expansion**, you can use the new **F** icon by itself as the Destination icon, rather than needing to use 2 Destination icons.

EXPANSION #2: AIRPORTS

In this expansion, your citizens can use airplanes to travel faster than ever! Of course, flying is a bit pricey...

SETUP

Map: After you have built the city from the modular boards, place the 2 Airport tiles on the map, respecting the following rules:

- The Airports cannot be adjacent to a parcel, but can be adjacent to pre-printed buildings.
- The Airport tiles cannot be adjacent to each other.
- The Airports cannot be built on water, but it is fine for them to be in the mountains.
- The Airports must be built to two non-adjacent modular boards (diagonally is not adjacent).



If it is not possible to respect all of the rules above, rearrange or change the modular boards to enable the Airports to be placed legally.

Parcel cards: It is recommended to play with the advanced rules, which allow you to draft your starting parcel cards, rather than drawing them at random.

Passengers: Small City is not a tourist destination yet! New Passengers never appear at the Airports.

PHASE 2: ACTIONS

Build New Rails on a Link: When you complete a link that connects to an Airport, you must play one Destination Action icon, as usual; however, because there is no Action icon that corresponds to the Airport, you must play the Destination icon for the other end of the link. ***Example:** If you build a complete link from a Residence to the Airport, you have no other choice: You must play an R icon for the destination.*

Move a Passenger: Airports are never a final destination; rather, the Airport tiles provide a new way to move your Passengers more quickly, making it easier to cross big distance on the map. Basically, when a Passenger moves to one of the Airport tiles, the Passenger immediately reappears on the other Airport tile, and cannot return to the first Airport tile. The Passenger must continue his trip to the Destination whose icon you played.

There is no additional cost to use the Airports; in fact, flying between the airports earns you an **additional \$5**.

Example: You are orange, and move a Passenger from R → pink link → small Airport → large Airport → green link → I. You must play a magnetic strip and an I. Pink and Green each get 1 HP. The Industry destination increases your stress by one, but grants you a Rail Worker. You pay Pink \$1 per pink Rail tile; the flight between Airports earns you \$5; you pay Green \$1 per green Rail tile.

EXPANSION #3: SUPER RAIL WORKERS

In this expansion, building a lot on a link is more costly, because working as a rail worker is exhausting in the 1920s!

SETUP

Instead of the 2 normal Rail Workers, each player takes 1 yellow Super Rail Worker and 1 normal Rail Worker.



PHASE 2: ACTIONS

Build New Rails on a Link: In order to build **more than 3 Rail tiles** on a link at once, you need to spend your Super Rail Worker instead of a normal Rail Worker. If you do not have the Super Rail Worker, you simply must spend a normal Rail Worker and build fewer than 4 Rail tiles.

You cannot use your Super Rail Worker to build a link of fewer than 4 Rail tiles. This also means that if you do not have enough Rail icons to build more than 3 Rail tiles, you cannot use your Super Rail Worker.

PHASE 3: ADMINISTRATION

If you do not have your Super Rail Worker on your player board, you can play **one Rail Worker icon** and spend **\$5** (from Money icons on cards and/or money in front of you) to take it. (Of course, you can still play the Rail Worker icon without paying to get a normal Rail Worker.)

You still cannot have more than 2 Rail Workers at any time and your Super Rail Worker counts as one of them if you have it.

EXPANSION #4: NEW INDUSTRY

In this expansion, Industry is **EVERYTHING**, Industry is **ALL** you need, Industry is your **LIFE!** Did I mention that Industrial buildings are fundamental?

SETUP

Give each player 2 yellow New Industry discs; place them near your Stress track.



Parcel cards: You must draft the Parcel cards per the Advanced Game Rules!

PHASE 2: ACTIONS

There is a new Action available (see **Convert to Industry** below).

Move a Passenger: When you move a Passenger to an Industry (including a New Industry — see Convert to Industry below), you **do not increase your stress**, and you **take 2 Rail Workers** instead of just 1. You are still limited to 2, however, so if you already had 1, you will only get 1 more; and if you had 2, you will get 0.

Convert to Industry: This Action requires you to play two **I** Destination icons. It allows you to place one of your yellow New Industry discs on a pre-printed, non-Industry Building. You get **3 HP**. This New Industry is now a true Industry, with **all of its abilities**. This also means you cannot convert a building which has already been converted earlier in the game. The Municipality of Small City grants you **1 Development card** (choose a Development card, like in the base game); however, you **do not get an Industry Building card**.



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Graphic design and illustrations: Sampo Sikiö (sampoosdesign.com)